GAME BOY ADVANCE

KONAMI

SHONEN JUMP'S

Yu-Gi-Oh! GX

Duel Academy

INSTRUCTION BOOKLET

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official **Nintendo** Seal ®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

EVERYONE

E ™

ESRB CONTENT RATING

Visit www.esrb.org for more ratings information.

www.esrb.org

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Rev-D(L)

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CONTENTS

RULES

This section explains the Duel Monsters rules. Read this section before playing the game for the first time.

In this game... In "Yu-Gi-Oh! GX Duel Academy" you are a student at the Duel Academy, competing against other students in duels. Collect as many cards as you can, and move up the ranks to become the "King of Games!"

Game Boy® Advance Game Link® Cable Connection

Below is an explanation of how to link to another Game Boy® Advance using the Game Boy® Advance Game Link® Cable.
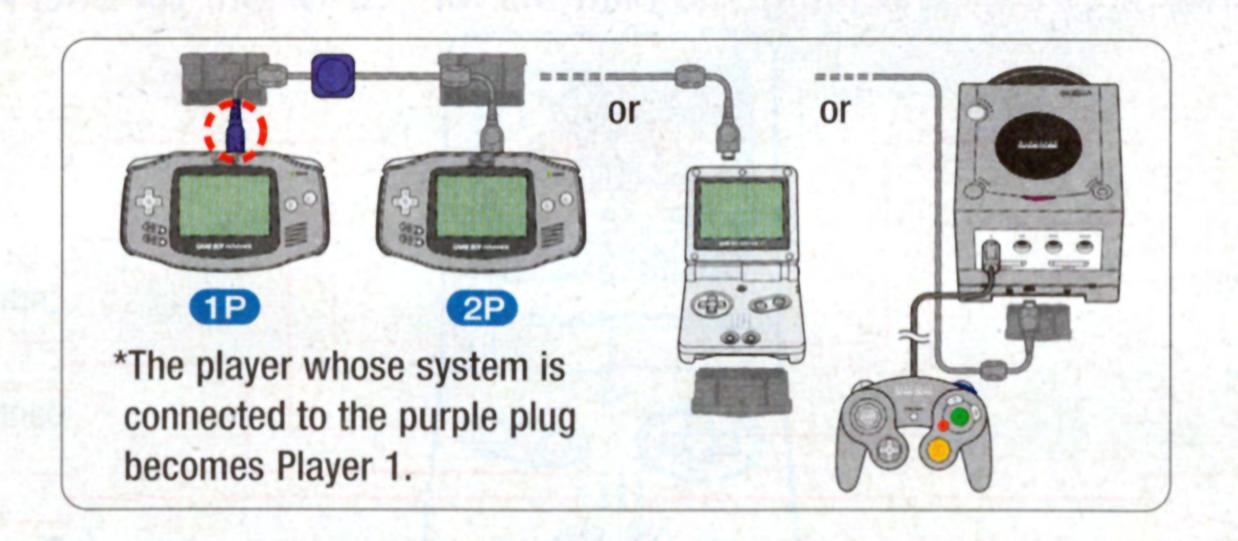
■You will need:

•Game Boy® Advance, Game Boy® Advance SP, or Game Boy® Player (with Nintendo Game Cube™ Controller) .... 2 Systems

*Cannot be used with Nintendo DS™.

•"Yu-Gi-Oh! GX Duel Academy" Game Pak 2
•Game Boy® Advance Game Link® Cable (AGB-005) 1

■Connecting the Game Boy® Advance Game Link® Cable

1. Make sure that each system's power switch is set to OFF before inserting a "Yu-Gi-Oh! GX Duel Academy" Game Pak into each system.
2. Connect the Game Link® Cable to each system's external expansion connector.
3. Turn each system's power switch ON.
4. Follow the instructions for link play on P.18-19.

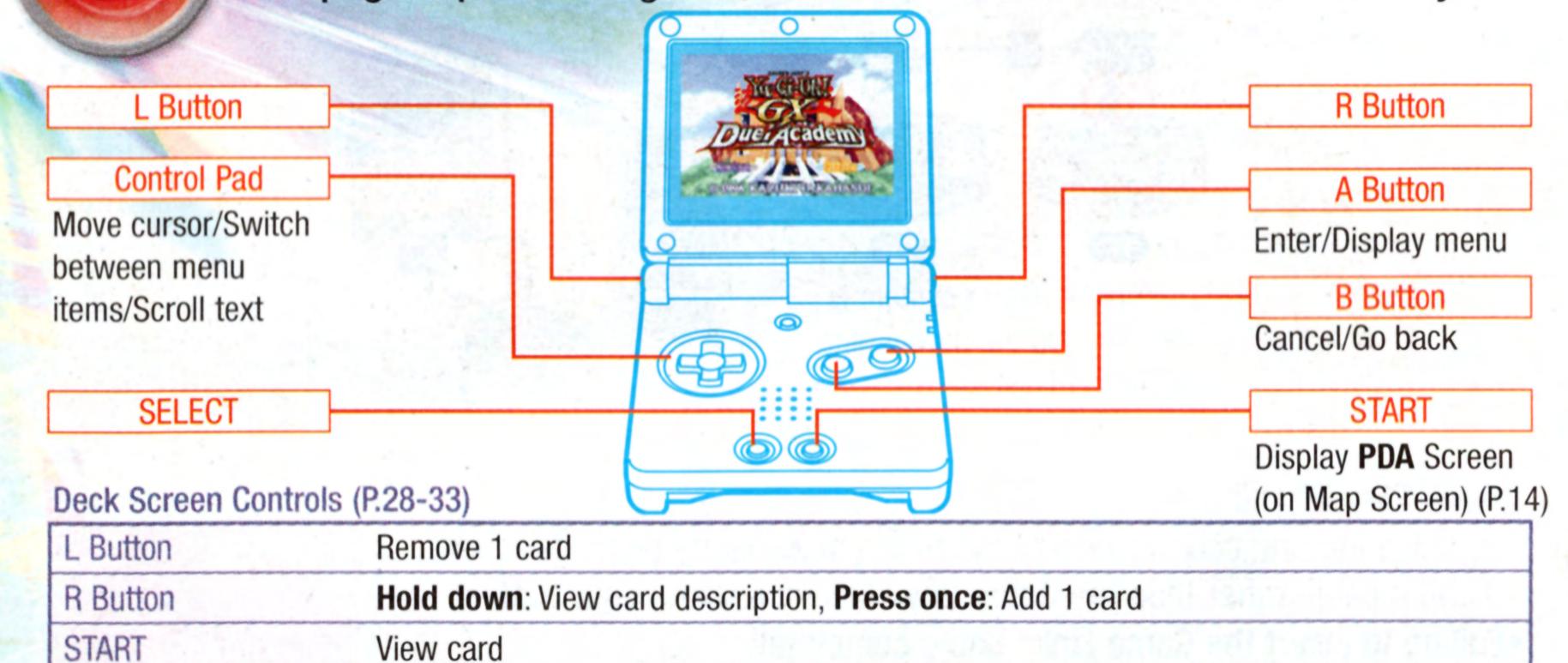*The player whose system is connected to the purple plug becomes Player 1.

■Link Play Warnings

The following can cause systems to fail to link properly or malfunction:
- Using a cable other than the Game Boy® Advance Game Link® Cable.
- Failing to insert the Game Link® Cable completely.
- Removing the Game Link® Cable while linked.
- Connecting to another system.

CONTROLS

This page explains the game controls for "Yu-Gi-Oh! GX Duel Academy"

L Button

Control Pad

Move cursor/Switch between menu items/Scroll text

SELECT

R Button

A Button

Enter/Display menu

B Button

Cancel/Go back

START

Display **PDA** Screen (on Map Screen) (P.14)

Deck Screen Controls (P.28-33)

L Button	Remove 1 card
R Button	**Hold down**: View card description, **Press once**: Add 1 card
START	View card

*The same controls are used to view other cards such as Forbidden and Limited Cards, and those in the Graveyard.

The PDA

Every student at the Duel Academy carries a PDA and uses it to send and receive email from other students, view school notices, and check their schedules. It's like a school datebook.

Duel Controls (P.36-43)

B Button	Display Phase Menu
R Button	**Hold down**: View card description, **Press once**: Switch camera
START	Display Submenu
SELECT	**Hold down**: View total play time

Calendar View Controls (P.16)

L Button	View previous month
R Button	View next month

Shop Controls (P.20-23)

Buying Packs		Opening Packs	
Control Pad	**Up/Down**: Choose pack	A Button	Speed up
	Left/Right: Add pack to basket/remove pack from basket	B Button	Proceed to Card Confirmation Screen
		R Button	Open next pack
L Button	Empty basket	SELECT	Turn Help Screen display ON/OFF
R Button	Fill basket with currently selected pack	Using the Password Machine	
START	View pack description	Control Pad	**Up/Down**: Choose number
SELECT	Turn Help Screen display ON/OFF		**Left/Right**: Move cursor

GETTING STARTED

Insert the Game Pak correctly into the Game Boy® Advance and turn the power ON to display the Title Screen.

Title Screen

Press the Control Pad Left/Right to select either "New Game" or "Continue," and press the A Button to confirm.

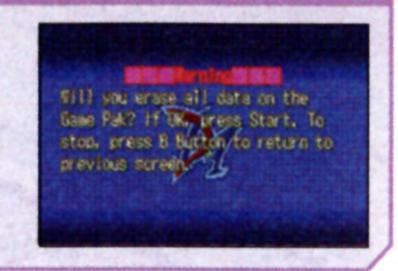*The first time you play the game only the "New Game" option is available.

New Game

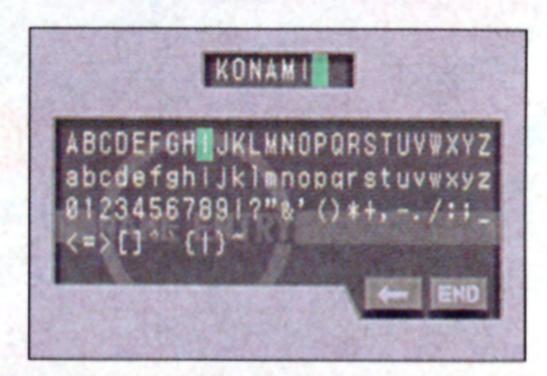Enroll in the Duel Academy and play from the beginning.

Erasing Saved Data

If you choose "New Game" when there is data saved from a previous game, a warning screen will be shown. Be careful - if you press START at this screen any saved play data from previous games will be erased. To cancel, press the B Button.

▶ Enter Player Name

You can enter a name of up to eight letters. Choose ← to delete the previous letter. When you have finished inputting your name, select "END" to exit the Name Entry Screen and start the game.

Name Entry Screen Controls

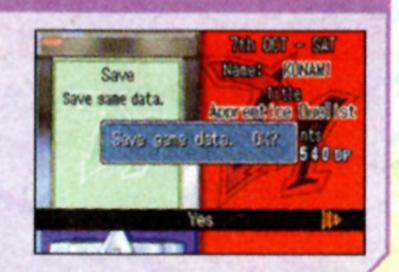| B Button	Delete previous letter
START	Move cursor to "END"

Continue

Select this option to continue playing a saved game.

Saving Games

To save your game, select "Save" from the PDA Menu (P.14). If you quit a game without saving, your play data will not be saved, so watch out!

BECOME THE KING OF GAMES

Battle your rivals at the Duel Academy and earn the rank of "King of Games!"

1 Find your opponent and start dueling!

You can find opponents by wandering about on the Map Screen, or by using the "Send mail" function on the PDA Menu.

Map Screen → P. 12-15 PDA Menu → P. 16-19

2 Beat your rival in a card game!

This game uses the "Yu-Gi-Oh! TRADING CARD GAME" "Expert Rules."

Duels → P. 36-43 Expert Rules → P. 44-74

3 Earn Duel Points!

Win a duel and you are awarded Duel Points (DP) that you can use to buy new cards.

4 Add new cards to your Deck!

When you have enough DP, go to the Shop and purchase card packs to increase the number of cards you have.

Shop → P.20-23

5 Strengthen your Deck with new cards!

Add new cards to your Deck to strengthen it, in preparation for the next duel.

Deck Edit → P. 26-35

Repeat Steps 1 through 5 ...

6 Ace the Exams to become the King of Games!

The regular Exams contain various tests of your ability, and if you do well you may be awarded a new rank. Try your best to become the "King of Games!"

Exams → P. 24-25

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DUEL ACADEMY – Map Screen

Life at the Duel Academy revolves around the Map Screen.

Passing of Time

Time at the Duel Academy is scheduled differently on weekdays (Monday to Friday) and weekends (Saturday and Sunday).

Weekends

The day is divided into AM, PM, and Night, and time passes when you are outside your room. Return to your room and choose "Go to sleep" to proceed to the next day.

Weekdays

On Tuesdays new card packs are delivered to the Shop and you can purchase them (P.20-23). Other days will be skipped if there are no events (P.16) scheduled to take place.
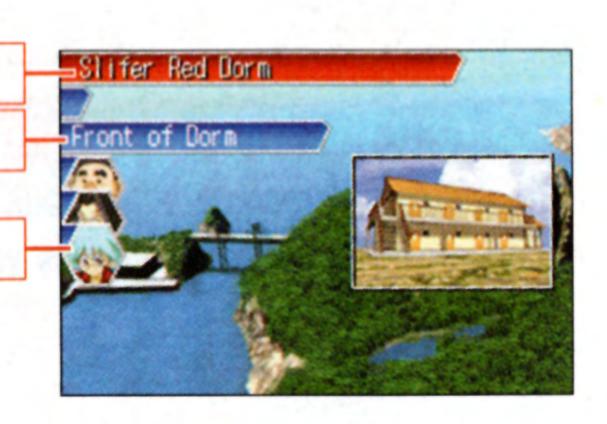
Map Screen

The Map Screen is displayed on weekends. Choose a location and press the A Button to travel there.

Selected Location — Slifer Red Dorm

Destination — Front of Dorm

Characters Present

Speak

You will automatically speak to any characters present at your destination.

AM	PM	Night

Day

Current Location

Time

The icon changes as time passes.

SAT Classroom

Hey you!
What are you doing there!

Your Room

When you return to your room or at the end of day or by selecting "Your Room" on the Map Screen, you can choose from the following menu options:

SAT Your Room

Use PDA

Your Room Menu

PDA	Display PDA Screen (P.14)
Go to sleep	Proceed to next day
Look at tutorial	View gameplay information
Timed Duel	Play a Timed Duel (P.24)

*Some options may not be available at all times.

DUEL ACADEMY - Map Screen

Using the PDA

Press START on the Map Screen or select "PDA" from the Your Room Menu to display the PDA Screen and PDA Menu options.
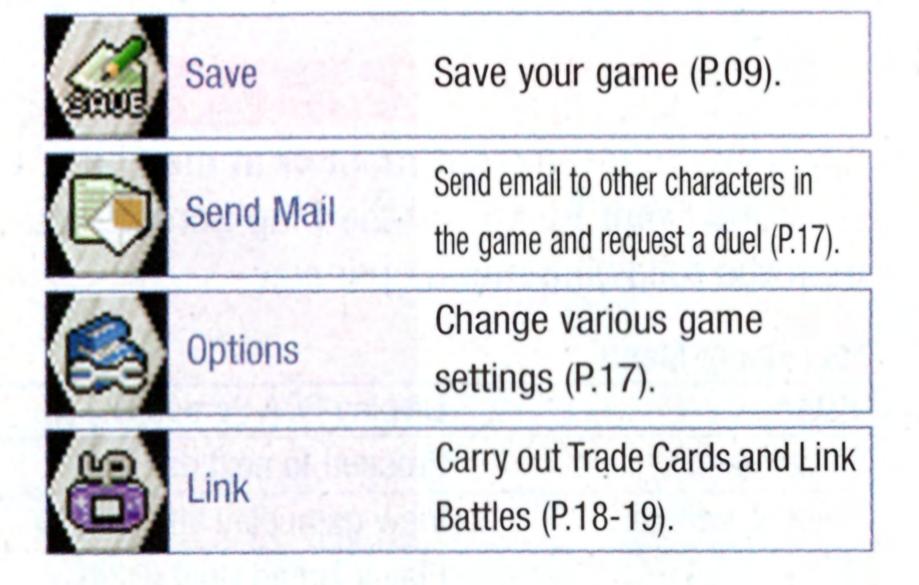
Today's Date

Information

Name, rank, DP

Description of Selected PDA Menu Item

Status	View your results and other data collected so far.
Forbidden/ Limited Cards	View the list of Forbidden/ Limited Cards (P.16).
Calendar	Display the Calendar (P.16).
Edit Deck	Move to the Deck Screen and edit your Deck (P.26-35).
Save	Save your game (P.09).
Send Mail	Send email to other characters in the game and request a duel (P.17).
Options	Change various game settings (P.17).
Link	Carry out Trade Cards and Link Battles (P.18-19).

Starting a Duel

When you arrive at a character's location and speak to them (P.13) you can start a duel.

*You cannot duel against characters in the Shop.
*You may not be able to duel against certain characters, depending on your rank.

▶ Request a Duel by Email

Use the "Send mail" option from the PDA Menu to arrange a duel with another character (P.17).

▼

Go to the duel location at the arranged time and the duel will start.

*You cannot go to another location when a duel is due to start.

▶ When the Duel Ends

If you win the duel, the Duel Results Screen is displayed. You are awarded DP depending on the duel results. No points are awarded if you lose a duel, or if it ends in a draw.

DUEL ACADEMY – PDA Menu

Go to the PDA Screen (P.14) to select various options from the PDA Menu.

Forbidden/Limited Cards

View current Forbidden, Limited, and Semi-Limited Cards (P.47). The basic controls on this screen are the same as for the Deck Screen (P.28-33). Select "Edit Deck" from the Icon Menu to display the Deck Screen.

Name of List
Press the Control Pad Left/Right to switch between lists.

Card Information Window (P.29)

Number of Cards in Your Deck (P.26)

Current Forbidden/Limited Card List
Forbidden Cards
Dark Hole
Raigeki
Witch of the Black Forest
Harpie's Feather Duster
Monster Reborn

0141
Dark Hole

Calendar

View appointments for the next 12 months.

Appointments on the Selected Day

Days with Events Scheduled

Today

October

22nd OCT

AM

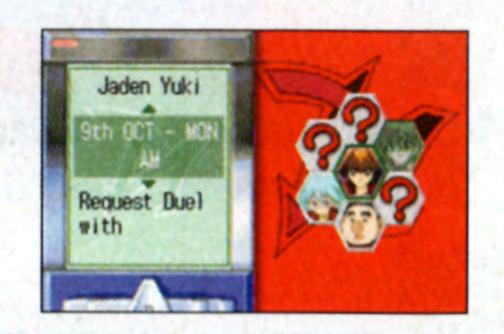PM

Night

Main Events

Duel	Duels arranged using the "Send mail" option
Day of Exam	Days with exams scheduled (P.24-25)
Allowance	Days when you receive DP

Send Mail

Use this option to send mail to other characters and request a duel. Select the recipient's name, the date and time of the duel and press the A Button. When the recipient receives the mail and selects a duel location the arrangements are complete (P.15).

Options

Set the speed of animations and turn the directions during duels ON/OFF. Press the Control Pad Left/Right to change settings and press the A Button to confirm. Press the B Button to cancel changes and return to the previous screen.

Option Menu

Animation Speed	Choose from one of four settings for animation speed.
Activation Timing	Set this to "Manual" to set the activation timing of Quick-Play Spell & Trap Cards by hand (P.40).
Simple Battle	Turn this option ON to shorten the directions shown after selecting "Attack" (P.39).
Duel Directions	Turn this option OFF and the duel directions featuring your opponent are not shown.

DUEL ACADEMY - PDA Menu

🔒 Link

Use the Game Boy® Advance Game Link® Cable to trade cards and perform Link Battles. For more information, see "Game Boy® Advance Game Link® Cable Connection" (P.04).

🔗 Trade Card

You can trade single cards with friends. Press the A Button when the Trade Card Screen is displayed.

1 Select Card

The screen layout and controls are the same as for the Deck Screen (P.28-33). Select the card you wish to trade and press the A Button, and then select "OK" from the Icon Menu. When you have selected a card the Trade Card Screen will be displayed.

2 Start Trade

When both players have selected a card, select "Start Trade" and press the A Button. A connection is established and the cards are traded.

Trading: Points to Remember

Cards in your Deck cannot be traded. Remove all cards you wish to trade from your Deck before selecting "Trade Card."

Link Battles

Use a Game Boy® Advance Game Link® Cable to duel against a friend.

> **Special Rules for Link Battles**
> - In Link Battles, all Forbidden and Limited Cards (P.47) may be used. However, you cannot close the PDA Menu if you have Forbidden/Limited Cards in "My Deck" (P.26). You may wish to create a separate Deck for use in Link Battles.
> - Link Battle winners do not receive any DP.
> - You cannot choose the "Surrender" option (P.41) during Link Battles.

1 Link Game Boy® Advance consoles

The connection is checked before the battle begins. Once the connection is established, the Match Format Screen is displayed automatically.

2 Select match format

Player 1 selects the match format. When playing Link Battles, you can choose either Single Duel, where the duel is decided by a single round, or Match Duel (P.36), where the duel is decided by a series of rounds.

3 Select time limit and start duel

Player 1 sets the time limit to None, 10 Minutes or 30 Minutes, then selects "Start Duel" and presses the A Button to begin.

DUEL ACADEMY – Shop

At the Shop you can use DP to buy card packs and get new cards.

Going to the Shop

You can either wait until Tuesday comes around or go to the Shop located in the Main Academy Building on Saturday morning or afternoon to buy packs. You can select either "Select a pack" or "Use Password Machine."

*The Shop is closed on Sundays.

Buying Card Packs

You can use DP to buy items in your basket on the Shop Screen. You can buy various different packs at once.

1 Current DP

2 Total DP value of packs in basket

3 Total number of packs in basket

4 Description of selected pack
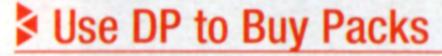
5 Help window   Press SELECT to turn the help display ON/OFF.

Viewing Pack Information

1 Pack name

2 Number of cards per pack

3 Number of packs your basket will hold

4 Number of packs left in the Shop

5 Price of the pack

❯ Put Packs in Your Basket

Press the Control Pad Up/Down to select a pack, and Left/Right to choose the number of packs to put in your basket. Press START to view an explanation of the currently selected pack.

❯ Use DP to Buy Packs

When you have finished deciding what to buy, press the A Button to display the screen shown on the right. Select "Yes" to use your DP to buy the selected packs.

Card Packs

Cards are sold in packs, and the cards contained in each pack are different. New packs become available in the Shop depending on your progress in the game and your rank.

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Open Packs

After you buy a pack, the cards contained in it are displayed one by one, in order. Wait until all packs have been opened or press the B Button to proceed to the Card Confirmation Screen.

Help Window

Press SELECT to turn the screen display ON/OFF.
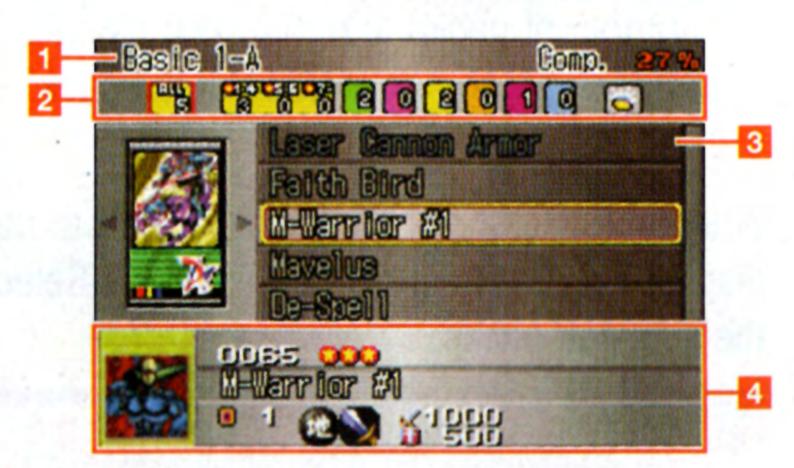
View Your Cards

The basic controls on the Card Confirmation Screen are the same as those on the Deck Screen (P.28-33). Press the A Button to display the Icon Menu and select "FILTER," "SORT," or "EXIT."

1 Pack Name

Press the Control Pad Left/Right to select the pack you wish to view. The card Comp. (how many of the cards in the pack you have collected) is shown on the right.

2 Deck Information (P.29)

3 Card Name

Cards added to your pack for the first time are marked with a "NEW" icon.

4 Card Information Window (P.29)

Using the Password Machine

Input the eight-digit number found on the bottom left of cards in the "Yu-Gi-Oh! TRADING CARD GAME" series correctly, and that card will be added to your cards in the game. A certain amount of DP is required to add each card.

Entering Passwords

Press the Control Pad Left/Right to move the cursor and the Control Pad Up/Down to select numbers. When you have finished entering numbers, press the A Button. The Password Machine will check the password and if it is correct, the corresponding card will be displayed. Select "YES" to pay the required DP and add the card to your hand. Select "NO" to return to the Shop Screen without paying any DP.

Password Machine: Points to Remember

Cards obtained using the Password Machine cannot be obtained using the Password Machine again, even if the correct password is entered. Cards not registered in this game cannot be obtained using the Password Machine.

DUEL ACADEMY – Exams

Exams take place on certain days at the Duel Academy, and players' ranks change depending on the results.

Exam Start

On Exam Days (P.16), exams start automatically.

Written Exam

Press the Control Pad Left/Right to choose the correct answer to the question and press the A Button to confirm. Answer all ten questions and the exam is over!

1 Question
2 Points

3 Time Remaining
When this gauge runs out, time is up and the question is marked as "incorrect."

4 Answer
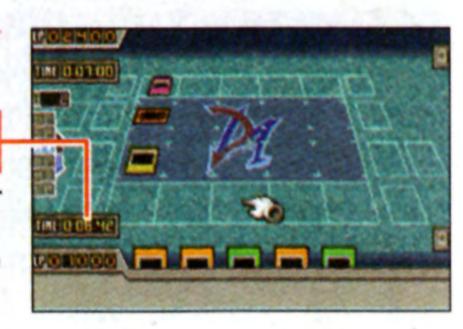For answers involving cards, the card names are displayed at the bottom of the screen.

Timed Duel

The Duel Screen (P.37) used during duels is displayed. If you can reduce your opponent's LP to zero before your turn ends, you clear the exam. If you make a mistake, select "Start over" from the Submenu (P.42).

Time Remaining
If you run out of time or choose "Surrender" (P.41), you will fail the exam.
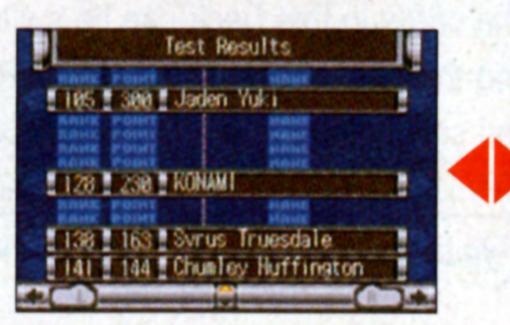
▶ Practical Exam
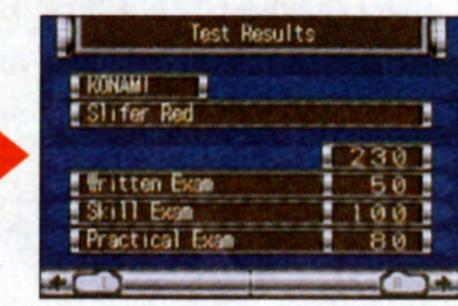
In this exam, you must duel with the Proctor. Before the duel you will receive a theme. Follow the theme during the duel to receive extra points.

Test Results

After the 3 exams are over, the results are announced. Use the L Button and R Button to switch between your results and the overall results.

▶ Rank Up

Get good results in the exams, and your rank will increase. You can also transfer to the high-ranking Ra Yellow or Obelisk Blue dormitories, and the number of opponents you can duel will increase. On the other hand, if your results are bad, your rank will fall to "Dropout Boy."

Increasing Your Rank

Don't just focus on exams. Your wins and losses in duels and the number of cards you have collected also affect your ranking.

DECK EDIT – How To Edit Your Deck

Select "Edit Deck" from the PDA Menu (P.14) to edit a Deck.

Editing a Deck

In order to duel, you must have a Deck (P.47) composed of cards you have collected. You can edit the following three types of Deck:

Deck (40-99 cards)	This is your Main Deck and can contain any type of cards except Fusion Cards.
Side Deck (0-15 cards)	The cards in this Deck can be switched for cards in your Main Deck in the second and third rounds of Match Duels (P.36). Cards can be selected from this Deck after you select "Match Duel" when playing a Link Battle (P.19).
Fusion Deck (0-59 cards)	This Deck contains only Fusion Cards (P.33).

*The total number of cards in your Main Deck and Fusion Deck should be 99 or less.

▶ Display the Deck Screen

Select "Edit Deck" from the PDA Menu to display the Deck Screen. The contents of your Trunk and a list of cards in "My Deck" are shown.

The Trunk
All of the cards you obtain are kept in the Trunk.

"My Deck"
This is the Deck you will use in duels. You can edit it using the Deck Screen.

*Before editing a Deck you must designate it as "My Deck."

Check Your Deck

Move the cursor with the Control Pad and switch the display to show "My Deck" (P.28) to view the cards in the Deck.

Search For Cards to Add to Your Deck

Select "Change List" or "Sort" from the Icon Menu (P.30-32) to search for cards to add to your Deck.

Add/Remove Cards

Align the cursor with a card and select "TO MAIN DECK" from the Icon Menu to add the card to your Deck. To remove cards from your Deck, select "TO TRUNK" in the same way.

Using Other Decks

Select "DECK MODE" from the Icon Menu to display the Deck List Screen (P.34). You can select another Deck as "My Deck" and edit new Decks from this screen.

DECK EDIT – Deck Screen

On the Deck Screen you can check the contents of the Trunk and "My Deck" and switch cards between them.

The Deck Screen

Display the Deck Screen and press the A Button to move the cursor to the card list. Press the Control Pad Up/Down to select cards.

1 Number of Cards

From left to right: Deck, Fusion Deck, Side Deck

2 Trunk Card List

3 Card Information Window

4 Deck Name

5 Deck Information

Switch between the Trunk and Deck to change the information displayed.

6 "My Deck" Card List

▶ Switching between the Trunk and Deck

Align the cursor with a card in the Trunk to display Trunk information and with a card in the Deck to display Deck Information.

Trunk Display

Press the Control Pad Left to display Trunk Information only.

"My Deck" Display

Press the Control Pad Right to display Deck Information only.

Card Information Window

Information on the selected card is displayed (P.44-45).

1 Card Image

The color of the card frame indicates the card type (P.56-61).

2 Card Number/Level

3 Card Name

Forbidden Card names are red, Limited Card names are blue, and Semi-Limited Card names are green.

4 ATK

5 DEF

Deck Information

Deck Information shows the number of cards in the selected card list ("My Deck," Trunk, etc.) by card type.

1 Total Number of Cards

2 Number of Monster Cards

Left to right: Level 1-4, Level 5-6, Level 7 and above

6 Number of Cards

🔴 Number of cards in Trunk

🔵 Total number of cards in Deck

In the "My Deck" display, the number of 🔲 indicates the number of cards in the Deck. (🅢 indicates Side Deck cards.)

7 Icons

Indicate attribute, type, and effect (P.56, 60-1).

8 Special Abilities (P.56).

3 Number of Cards by Type

Colors shown here are the same as frame colors.

4 Card Sort Order (P.31)

View Cards/Card Descriptions

Select a card and press START to view it (P.44-45). Hold down the R Button to view a description of the selected card.

Display the Icon Menu

Align the cursor with the card list, select a card and press the A Button to display the Icon Menu.

*The menu options displayed depend on the card selected.

TO MAIN DECK/TO TRUNK

These options are used to add a card to the Deck/Fusion Deck or remove a card from the Deck. You can use the R Button instead of selecting "TO MAIN DECK" and the L Button instead of selecting "TO TRUNK."

Add Related Cards to Deck

Select a card in the Trunk and display the Icon Menu. Hold down the L Button and the "TO MAIN DECK" option will change to "ADD RELATED CARD TO DECK." Select this and the card will be added to the Deck, along with one related card (e.g. a Fusion Monster Card and a Fusion-Material Card, etc.)

*If no related cards are available this option will not be displayed

Add to Side Deck

The selected card is added to your Side Deck.

Change List

The cursor moves to Deck Information (P.29). Press the Control Pad Left/Right to switch icons so that only cards of the selected type are displayed in the list below. You can change the display in the same way, by using the Control Pad to move the cursor to Deck Information manually.

*The Change List option is available for both the Trunk and the Deck. If you select "Change List" and choose the "Spell Cards" icon with Trunk Information displayed, the Trunk card list will show only Spell Cards, but the Deck card list will be unaffected.

Sort

You can change the order of cards displayed in the card list. Select "Sort" to display the Sort Menu and choose a sorting order, then press the A Button to confirm. Press the L Button to display the list in reverse order.

Search for Cards Rapidly Using Quick Search

Align the cursor with the card list and press the Control Pad Up/Down while holding down the B Button to scan through cards quickly.

Change View

Change the current card list view.
The frame display is useful when you are searching for many cards at once.

Card Name Display

Sort Display

Switch Decks

With "My Deck" displayed, you can choose between "All" (show all cards in "My Deck"), "Main Deck" (show only cards in the Main Deck), "Side Deck," and "Fusion Deck."

Select Deck

Use the Deck List Screen to select another Deck as "My Deck" or to edit a new Deck (P.34-35).

Activation Setting

Set activation timing for Quick-Play Spell Cards and Trap Cards (P.40). Set "Activation Timings" (P.17) to "Manual" to display.

*Settings made here will affect all subsequent duels.

Exit

End Deck Edit and exit.

Deck Edit Hints

The following hints and tips may come in useful the first time you edit your own Deck:
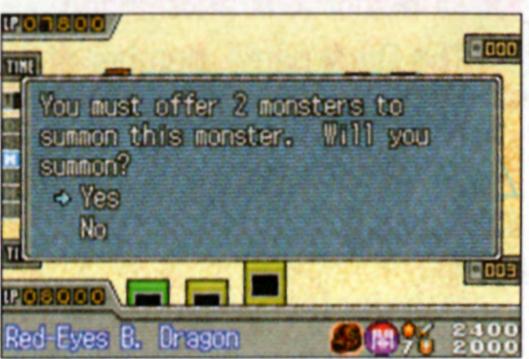
❯ Stay Close to 40 Cards Per Deck

The fewer cards you have in your Deck, the more likely it is that the card you want will come up when you need it, making it easier to build strategies for duels. Try to keep the number of cards in your Deck close to the minimum of 40. If you have 20 Monster Cards and 20 Spell & Trap Cards at the beginning, your Deck will be more balanced.

❯ Keep High-Level Monsters to a Minimum

Monster Cards of Level 5 and above require Tribute Summons (P.64). If you include too many of these Monster Cards in your Deck you might not be able to summon one when you need it, so be careful.

Fusion Monsters and the Fusion Deck

Fusion Monster Cards are summoned using Fusion Summons (P.65) and during duels they are kept separate from the Main Deck in the 0-59 card Fusion Deck. The total number of cards in the Main Deck and Fusion Deck should be 99 or less.

DECK EDIT – Deck List Screen

The Deck you select as "My Deck" on the Deck List Screen can be used in duels.

The Deck List Screen

Bring up the Icon Menu on the Deck Screen and select "Select Deck" to display the Deck List Screen. Press the Control Pad Up/Down to select a Deck, and press the A Button to display the Icon Menu.

*You can edit up to 7 separate Decks. The bottom Deck in the Deck List is a fixed Deck and cannot be edited.

1 Selected Deck Information

The Deck name, number of cards and Deck information (P.29) are displayed.

2 Deck

3 Cards in the Deck

The top 5 cards in the card list displayed on the Deck Screen are visible here.

Edit Deck

Sets selected Deck as "My Deck" and returns you to the Deck Screen.

If You Don't Want to Change "My Deck"

Press the B Button on the Deck List Screen to return to the Deck Screen without changing "My Deck."

Copy

Copy the card list of the selected Deck to another location. When the screen on the right is displayed, select a location to copy to and press the A Button.

*If you select a location where another Deck is saved, the existing card list will be overwritten, so choose carefully.

Clear Deck
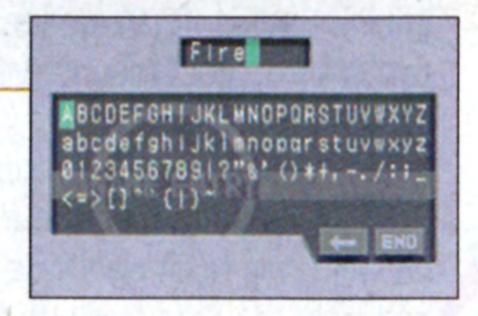
Erase the card lists for all selected Decks.

Change Name

You can add a name or change the name of the selected Deck. The controls on this screen are the same as on the Name Entry Screen (P.09).

Exit

Designate the selected Deck as "My Deck," quit Deck Edit, and return to the PDA Screen (P.14).

DUELS – Duel Screen and Duel Start

Duels follow the "Expert Rules" (P.44-74).

Start a Duel

When a duel starts, the screen on the right is displayed first. Choose either "Heads" or "Tails" for the coin toss.

▼

If you win the coin toss, you can choose to go first or second. After selecting order, the first five-card Hand is selected automatically and the duel starts.

Match Duels

In Link Battles (P.19), under the Link option, you can select a Match Duel, where winning two of three duel rounds wins the match.

Match Duel Rules

In the second and third rounds of a Match Duel you can use cards from your Side Deck (P.26). After each round, the results are shown and the Deck Screen (P.28) is displayed. You can switch cards between the Main and Side Decks. You should remove the same number of cards from the Main Deck as you add from the Side Deck. In the second and third rounds, the loser of the previous round attacks first. If the previous round ended in a draw, the order is decided by a coin toss.

The Duel Screen
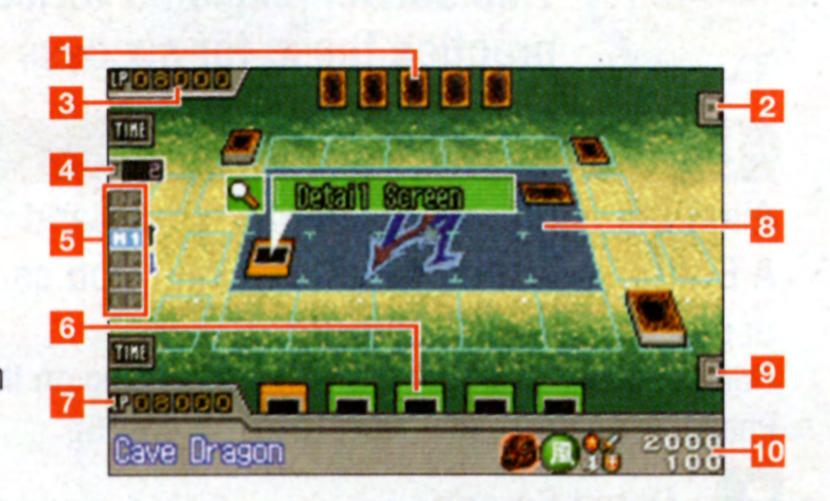
Battles take place on the Duel Screen.

1 Opponent's Hand

2 Number of Cards in Opponent's Hand

3 Opponent's LP (P.48)

4 Current Turn Number

5 Current Phase (P.49)

6 Your Hand

7 Your LP

8 Duel Field (P.46)

Press the R Button to switch the position of the camera on the Duel Field.

9 Number of Cards in Your Hand

10 Information Window

The Information Window

Displays information about the card or area with which the cursor is aligned.

1 Card Name

2 Icons

Indicates Attribute, Type, and Effect (P.56, P.60-1)

3 Level

4 ATK

5 DEF

DUELS – Duel Controls

This section explains various controls used on the Duel Screen. Learn and practice these for success in your battles!

Displaying the Duel Menu

Align the cursor with a card in your Hand or Duel Field and press the A Button to display the Duel Menu. You can carry out various actions using the selected card.

*Menu options available will differ depending on the selected card and current Duel Phase. For details, see "Duel Steps" (P.49-55).

🔍 Detail Screen

View detailed information about a card (P.44-45).

🏆 Summon

Summon a Monster Card from your Hand and place it on the Duel Field in face-up Attack Position.

🂠 Set

Set Monster Cards from your Hand on the Duel Field in face-down Defense Position and Spell & Trap Cards on the Duel Field in face-down position.

Draw Phase

In this game, Draw Phase (P. 49, P.51) is carried out automatically. When you enter Draw Phase, a card will be automatically added to your Hand from the Deck Zone (P.46).

Flip Summon

Flip a Monster Card from face-down Defense Position to face-up Attack Position.

Attack Position

Change a Monster Card from Defense Position to Attack Position.

Defense Position

Change a Monster Card from Attack Position to Defense Position.

Activate

Activate Spell & Trap Cards on the Duel Field, as well as Effect Monsters. If you select a Spell Card in your Hand it will be set on the Duel Field in face-up position and activated immediately.

Attack

Use this command to attack your opponent with a Monster Card in Attack Position during Battle Phase. When your opponent has Monster Cards on their Field, you will be asked to choose which Monster Card to attack after selecting the "Attack" icon.

Attack Icon

This icon is shown over Monster Cards that can attack during Battle Phase.

Activation Setting

When you select this option, the Activation Setting Screen is displayed and you can choose whether or not to display Activation Timing messages for Quick-Play Spell & Trap Cards for each type of timing.

*This option is only available when the Activation Timing setting in Options (P.17) is set to "Manual." Activation settings carried out during a duel are only valid for the duration of that duel.

Timing

To turn confirmation messages ON for a timing, mark it with a check.

Card Information Window (P.29)

This window shows information on the card for which settings are being carried out.

Activation Settings Screen Controls

A Button	Turn confirmation messages ON/OFF
B Button	Exit Activation Setting
L Button	Turn confirmation messages OFF for all timings
R Button	Turn confirmation messages ON for all timings

Confirm Activation Messages

These messages are shown to indicate the timing when you can activate Quick-Play Spell & Trap Cards on the Duel Field and create Chains (P.71-74). To activate a card, select "YES."

🚩 Surrender

Press the A Button on your Deck Zone (P.46) to display this option. You can choose to surrender and end the duel.

🌀 Fusion
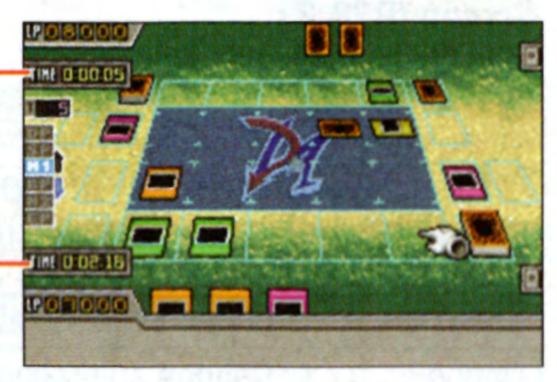
When the Spell Card "Fusion Gate" is activated, select your Fusion Deck Zone (P.42) and press the A Button to display this option. This is used to Special Summon Fusion Monster Cards.

*While "Fusion Gate" is activated, you can Fusion Summon (P.65) Fusion Monster Cards even without the "Polymerization" Spell Card.

View Time

Hold down SELECT to display time elapsed since the duel started. In Link Battles (P.19) where a time limit has been set, time remaining is shown instead of elapsed time. The time display flashes to indicate 5 minutes, 3 minutes, and 1 minute before the time limit.

Time Used by Opponent

Your Time Used

View Card Description

Select a card and hold down the R Button to display a description of the selected card (P.44-45).

Graveyard/Fusion Deck/Removed Card List

Select the Graveyard or Removed Card Zone (P.46) and press the A Button to show a list of those cards. Press the A Button on your Fusion Deck Zone and select "Detail Screen" to show a list of cards in your Fusion Deck. Controls for these lists are the same as for the Deck Screen (P.28-33).

Deck Information (P.29)

Name of Current List

Card List

Card Information Window (P.29)

Time (P.41)

Displaying Submenu

Press START to display the following Submenu:
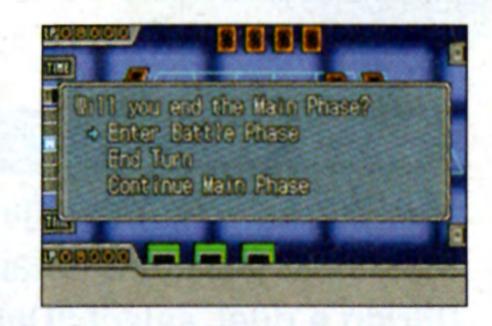
*During Timed Duels (P.24) the "Start over" option is also available.

Status	Check events that have occurred during the current duel.
Option	Change animation speed, Activation Timing messages, etc. (P.17)
Return to Duel	Close Submenu

Phase Steps

Press the B Button during your Main Phase (1 or 2) or Battle Phase to display the Phase Menu. Select "Enter Battle Phase," etc. to proceed to the next Duel Phase (P.49).

Choosing Cards by Effect

When choosing Spell, Trap or Effect Monster Cards by effect, a list is displayed containing cards with the chosen effect. The basic controls for this list are the same as for the Deck Screen.

Special Summoning a Monster Card

To Special Summon (P.65) a Monster Card using the effects of "Monster Reborn," etc., select the card you wish to Special Summon and then select "OK" from the Icon Menu.

Activating Two or More Effects at Once

When the effects of two or more Effect Monster Cards, etc. are activated at the same time, use the L Button and R Button to arrange the cards in the order in which you wish their effects to be activated. When you have fixed the order, select "OK" from the Icon Menu.

DUEL BASICS

In this card game, each battle with an opponent is called a "duel."

Cards

The cards used in this game can be roughly divided into three types, according to their roles in the game. For more details, see P. 56-61. Press START on the Deck Screen to view cards. During a duel, select "Detail Screen" (P.38) from the Duel Menu to view card information.

▶ Monster Cards

These cards are used to attack your opponent. Some of these cards must be summoned using a special procedure, and some possess special effects.

1 Attribute Icon

This indicates the Monster Card's Attribute (P.56)

2 Level

The number of stars indicates the Monster Card's overall strength.

3 ATK/DEF

These figures indicate the strength of the Monster Card in battle. ATK stands for "Attack" and DEF for "Defense."

4 Card Name

5 Type/Card Type

This shows the Monster Card's Type (Dragon, Warrior, etc.) and Card Category (Ritual, Effect, etc.)

6 Card Description

This contains information such as the Fusion Materials required by Fusion Monster Cards and the effects and activation conditions of Effect Monster Cards.

❯ Spell Cards

Spell Cards have various effects, such as increasing the strength of Monster Cards and changing Field terrain, and can greatly influence the outcome of a duel.

1 Attribute Icon

Contains the icon for "Spell."

2 Effect Icon

Shows the basic effect of the card (Equip, Continuous, etc.) (P.60-61).

3 Card Name

4 Card Type

This is the same as the Effect icon.

5 Card Description

Shows information about the card's effects and activation conditions.

BLACK PENDANT

Equip

A monster equipped with this card increases its ATK by 500 points. When this card is sent from the field to the Graveyard, inflict 500 points of Direct Damage to your

BLACK PENDANT

❯ Trap Cards

These cards can be used after setting them on the Field. They are activated by your opponent's attacks or Spells and cancel out their effects. The layout of these cards is basically the same as that of Spell Cards.

1 Attribute Icon

Contains the icon for "Trap."

2 Effect Icon

3 Card Name

4 Card Type

5 Card Description

MAGIC JAMMER

Counter

Discard 1 card from your hand to the Graveyard to negate the activation of a Spell Card and destroy it.

MAGIC JAMMER
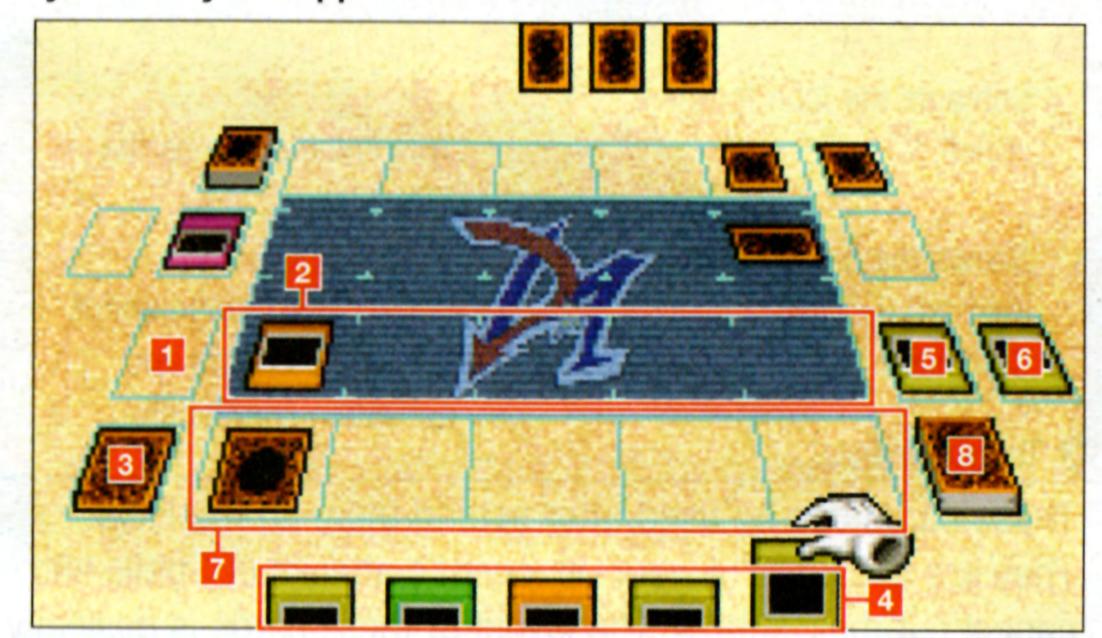
The Duel Field

Cards you place on the Field or discard are laid out in fixed positions on the Duel Field. During a duel the Field is positioned between you and your opponent.

1 Field Card Zone

Field Spell Cards are placed here.

2 Monster Card Zone

Monster Cards are placed here.

3 Fusion Deck Zone

Your Fusion Monster Card Deck is placed here.

4 Your Hand

Your Hand is placed here. These cards can be placed on the Field.

5 Graveyard

Cards that have been destroyed are placed here.

6 Removed Card Zone

Cards that have been removed from the duel are placed here.

7 Spell & Trap Card Zone

Spell & Trap Cards are placed here.

8 Deck Zone

Deck is placed here. You draw one card from the Deck during Draw Phase.

Creating a Deck

The cards you use during duels are organized into Decks, which can contain between 40 and 99 cards (except for the Fusion Monster Cards). There is a separate Deck solely for Fusion Monster Cards called a Fusion Deck. There is also a separate Deck called a Side Deck composed of 0-15 cards that you can use in Match Duels (P.36). Cards from the Side Deck are added to your Main Deck during the second and third rounds of a Match Duel.

*You can still duel even if your Fusion Deck contains no cards. The total number of cards in your Main Deck and Fusion Deck should be 99 or less.

◪ The Trunk

All cards not in your Decks are stored in the Trunk. Take cards from the Trunk to create your Decks.

◪ Maximum Number of Copies of Identical Cards

A single Deck can contain up to three copies of the same card, but only one copy of a Limited Card and only two copies of a Semi-Limited Card. Your Decks cannot contain any Forbidden Cards.

*Forbidden, Limited, and Semi-Limited Cards can be used freely in Link Battles (P.19).

Viewing Forbidden/Limited Cards

Select "Forbidden/Limited Cards" (P.16) from the PDA Menu to view a list of current Forbidden, Limited, and Semi-Limited Cards. Note that the list may change throughout the game...

DUEL BASICS

Win Conditions

Wins and losses in duels are decided according to the following rules:

1 Life Points (LP)

Both players start the duel with 8,000 LP. If you reduce your opponent's LP to zero you win the duel, and if they reduce your LP to zero, you lose. If both players' LP reach zero at the same time, the duel is declared a draw.

2 Deck

If all the cards in your Deck are used up and you are unable to draw a card, you lose the duel.

3 "Exodia" Series

If at any time you hold all five cards in the "Exodia" Series in your Hand you are automatically declared the winner (including cases where all five cards are drawn at the beginning of a duel).

4 "Destiny Board" Series

If your Duel Field contains the "Destiny Board" card and all four "Spirit Message" cards, you are automatically declared the winner.

5 Time Limit

During Link Battles (P.19) with a time limit, the player whose time limit runs out first loses.
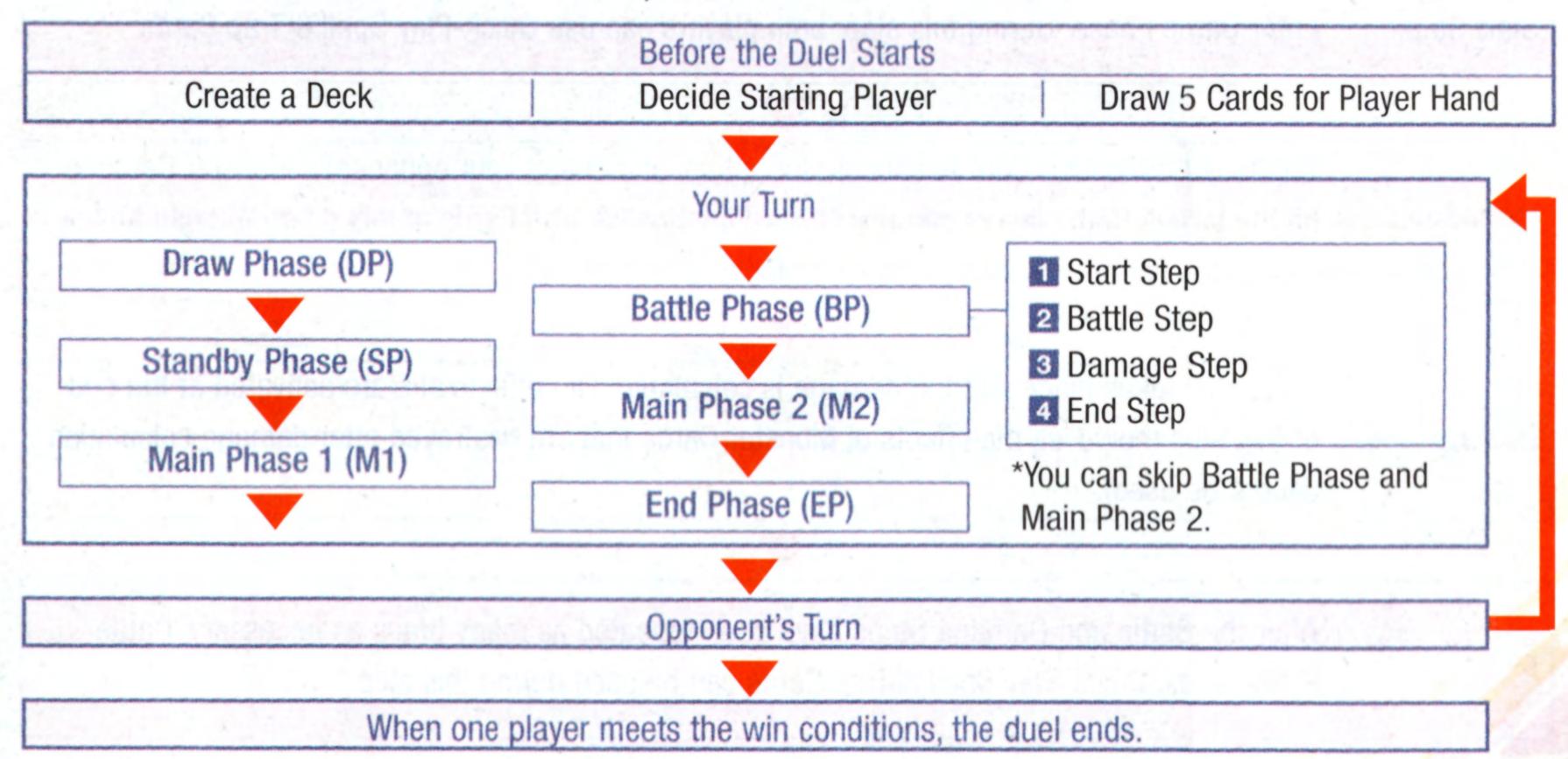
DUEL STEPS

Duels are carried out using the following steps according to the "Duel Monsters" rules.

Phase Flow

For detailed information on the Phases, see P. 51-55.

Before the Duel Starts		
Create a Deck	Decide Starting Player	Draw 5 Cards for Player Hand

▼

Your Turn

▼

Draw Phase (DP)		Battle Phase (BP)	**1** Start Step

Draw Phase (DP)
▼
Standby Phase (SP)
▼
Main Phase 1 (M1)
▼

Battle Phase (BP)
▼
Main Phase 2 (M2)
▼
End Phase (EP)

1 Start Step
2 Battle Step
3 Damage Step
4 End Step

*You can skip Battle Phase and Main Phase 2.

▼

Opponent's Turn

▼

When one player meets the win conditions, the duel ends.

DUEL STEPS

▶ Battle Phase Flow

Battle Phase is further broken down into the following four steps:

Start Step	Enter Battle Phase. During this step, both players can use Quick-Play Spell & Trap Cards.

▼

Battle Step	You select a Monster Card to execute the attack and one of your opponent's Monster Cards to be the target. Both players can use Quick-Play Spell & Trap Cards at this point. You can attack your opponent directly if they have no Monster Cards.

▼

Damage Step	The battle takes place and the damage is calculated. Flip effects etc. are activated at the end of this step (however, the effects of Monster Cards that are destroyed after damage calculation cannot be used).

▼

End Step	After the Battle and Damage Steps have been repeated as many times as necessary, Battle Phase ends. Quick-Play Spell & Trap Cards can be used during this step.
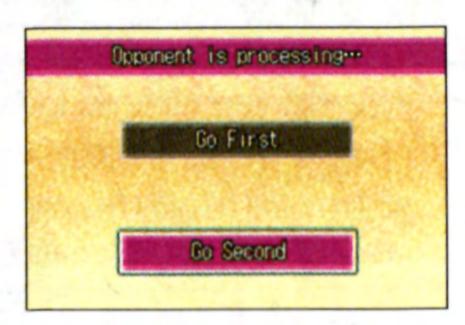
1 Deck Preparation

First create a Deck on the Deck Screen (P.28). Check that your Main Deck contains between 40 and 99 cards.

2 Choose the Attack Order

A coin toss is performed to decide who goes first and second (P.36). In CPU battles, when the computer wins the coin toss it will decide to go first or second at random.

3 Draw a Hand

The first five cards of the Deck are drawn automatically. This is the first Hand that will be used in the duel.

4 Draw Phase (DP)

Add one card from the Deck to your Hand.

5 Standby Phase (SP)

In this phase, some Monster, Spell, and Trap Cards can be activated. If the instructions on a card indicate that actions must be carried out during Standby Phase, follow the instructions.

DUEL STEPS

6 Main Phase 1 (M1)

In this phase you play and use Monster, Spell, and Trap Cards. Each card is placed in a specific location on the Duel Field.

Points to Remember:
- You can only place up to five each of Monster, Spell, and Trap Cards on your Duel Field. (Field Spell Cards are excluded.)
- If there are already five cards on the Field, you cannot simply discard one card and put down a new one. You must find a way to destroy a card before putting down a new one.

▶ Summoning Monster Cards From Your Hand

Placing Monster Cards on the Field from your Hand without using the power of Spells or Effects is known as "Summoning." There are two ways to Summon a card: in Attack Position, where it is placed face-up and vertical on the Field, and in Defense Position, where it is placed face-down and horizontal on the Field.

▶ Monster Cards Already on the Field

You can change the position of Monster Cards that are already on the Field just once during this Phase. You can also activate the effects of Effect Monster Cards.

*Once you have Summoned a Monster Card to the Field or changed its position, you cannot change its position again during the same turn.

⯈ Spell & Trap Cards

You can play Spell Cards in either face-up or face-down position.
Trap Cards are always played in face-down position. When a Trap Card is turned face-up, its effects are activated.

Points to Remember:

- Spell Cards are only activated when they are in face-up position. After their effects have been activated, Spell Cards are destroyed and sent to the Graveyard. Exceptions to this rule are Equip Spell Cards, which strengthen Monster Cards, Field Spell Cards and Continuous Spell Cards, which all remain on the Field after their effects have been activated.
- Trap Cards, if their effects are not continuous, are also destroyed and sent to the Graveyard after being activated.
- Fusion and Ritual Summons also take place during the Main Phase.

7 Battle Phase (BP)

Each Monster Card in face-up Attack Position on the Field can attack one time. If your opponent has Monster Cards on their Field, your Monster Card will attack your opponent's Monster Card. If your opponent has no Monster Cards on their Field, your Monster Card will attack your opponent directly.

Points to Remember:

- Monster Cards cannot attack during the first turn of the duel (although they can be placed on the Field). The second player may attack their first turn onward.
- It is possible to move directly from Main Phase 1 to End Phase without performing Battle Phase, and end your turn.
- To attack with a Monster Card that is in Defense Position, first switch it to Attack Position during Main Phase.

DUEL STEPS

The attacking player chooses which Monster Card to use in the attack and which of their opponent's Monster Cards will be the target of the attack. If their opponent has no Monster Cards on their Field, their opponent becomes the target of the attack.

▼

The result of the attack is decided according to the damage calculation rules (P.62-63).

Attack Rules

- Each of your Monster Cards can attack one of your opponent's Monster Cards or your opponent themselves. A Monster Card can only carry out one attack per turn.
- It is not necessary for all Monster Cards in Attack Position to attack. You can end the Battle Phase without all Monster Cards making an attack.

- If you attack a face-down Monster Card, it will be turned to face-up position. If the card is a Flip Effect Monster Card, its effects will be activated.
- Monster Cards used in the attack are considered to have been switched to Attack Position and cannot be switched back to Defense Position during the same turn.
- Monster Cards destroyed due to attacks or the effects of Spell & Trap Cards are sent to the Graveyard located on the Duel Field.

◈ **Spell & Trap Cards**

During Battle Phase, Trap Cards and Quick-Play Spell Cards among those set in the Spell & Trap Card Zone can be used.

8 Main Phase 2 (M2)
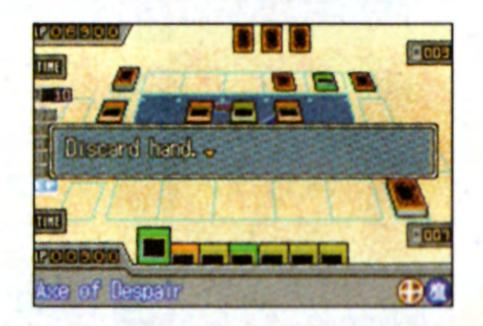
After Battle Phase the duel enters Main Phase 2 and various actions can be carried out, as in Main Phase 1.

Actions possible in Main Phase 2
- Monster Cards not Summoned in Main Phase 1 can be Summoned during Main Phase 2.
- You can change the position of Monster Cards not previously changed and not used in an attack in Main Phase 1.
- You can also carry out Fusion and Rituals and play and use Spell & Trap Cards on the Field.

9 End Phase (EP)

Your turn ends. If seven or more cards remain in your Hand, discard cards until you have six cards in your Hand. The duel then proceeds to your opponent's turn.

10 End of the duel

You and your opponent take turns to carry out Phases 4 (Draw Phase) – 9 (End Phase). When one player fulfills the win conditions (P.48) the duel ends.

CARD TYPES – Monster Cards

Monster Cards are the stars of the game, and can be divided into the following four categories:

Monster Cards

These cards are the basic cards used to attack your opponent. They can be identified by their colors.
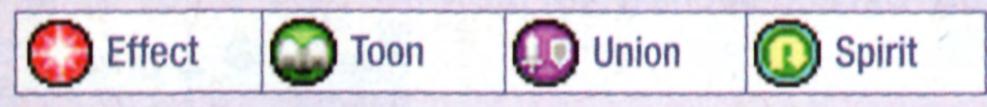
Type and Attribute

Each Monster Card has a Type and an Attribute. There are 20 different Types and 6 different Attributes. The effect of Spell Cards, etc. on a Monster Card will differ according to its Type and Attribute.

Type Icons

Dragon	Beast	Dinosaur	Thunder	Spellcaster	Winged Beast
Reptile	Aqua	Zombie	Fiend	Fish	Pyro	Warrior
Fairy	Sea Serpent	Rock	Beast-Warrior	Insect	Machine	Plant

Attribute Icons

Earth	Water	Fire	Wind	Light	Dark

Special Abilities of Monster Cards

Monster Cards with special abilities contain the following icons at the bottom right of their card information windows.

Effect	Toon	Union	Spirit

▸ Normal Monster Cards (Card color: yellow)

One Normal Monster Card can be Summoned during the Main Phase of each turn. However, Monster Cards of Level 5 or above require a Tribute of one or two Monster Cards in order to Summon them.

▸ Fusion Monster Cards (Card color: blue-violet)

Fusion Monster Cards are Summoned using the "Polymerization" Spell Card and two or more Fusion-Material Monster Cards. Their basic abilities are the same as those of Normal Monster Cards but the method used to Summon them onto the Duel Field is different (P.65).

Special Rules for Fusion Monster Cards
- Monster Cards created as a product of Fusion are treated as having been Special Summoned. Therefore, another Monster Card can be Summoned or Tribute Summoned during the same turn.
- Fusion Monster Cards are drawn from the Fusion Deck. When destroyed they are sent to the Graveyard and when returned to your Hand they are send to the Fusion Deck.

CARD TYPES – Monster Cards

▶ Ritual Monster Cards (Card color: blue)

Ritual Monster Cards are special Monster Cards that are Summoned by particular Ritual Spell Cards or Tribute Monster Cards that fulfill certain conditions. Their basic abilities are the same as regular Monster Cards but the method used to place them on the Field is different (P.66). Follow the instructions written on the card to meet the conditions and Summon the card.

> **Special Rules for Ritual Monster Cards**
> • Monster Cards Summoned by Ritual are treated as having been Special Summoned. Therefore other Monster Cards can be Summoned during the same turn, as with Fusion Monster Cards.

▶ Effect Monster Cards (Card color: orange)

Effect Monster Cards are Monster Cards with special effects and they are Summoned in the same way as regular Monster Cards. The effects of Effect Monster Cards can be broadly divided into the five types as on the next page, but each individual effect is unique. For details, see the instructions on each Effect Monster Card.

Flip Effect

Flip effects are activated when a Flip Effect Monster Card is turned from face-down to face-up position (P.69). Even if you don't turn them over yourself, the cards can be activated when turned over by an enemy attack or spell.

Continuous Effect

While this type of Effect Monster Card is face-up on the Field, its effect is continuously active. When the Effect Monster Card is turned face-down, the effect ceases.

Cost Effect

During your Main Phase you declare the activation of the effect. Some Cost Effect Monster Cards require you to pay a cost, such as discarding cards from your Hand, sacrificing some LP, etc. in order to activate them.

Trigger Effect

The effects of this type of Effect Monster Card are activated when certain conditions are met, e.g. "when you inflict damage to your opponent's Life Points." The instructions on these cards often include the words, "When you..." or "When..."

Multi-Trigger Effect

You can activate the effects of these cards whenever you like during your opponent's turn. "Kuriboh," which is activated by discarding a card from your Hand during Battle Phase is a Multi-Trigger Effect Monster Card.

KURIBOH

Fiend-Type · Effect
Discard this card from your hand to make the Battle Damage inflicted to your Life Points by 1 of your opponent's monsters 0. This effect can only be activated during your

ATK/ 300 DEF/ 200

KURIBOH

CARD TYPES – Spell & Trap Cards

Spell & Trap Cards possess powerful effects and will help you in your battles.

魔 Spell Cards (Card color: green)

These cards can be activated during your Main Phase 1 and 2. After activation they are destroyed and sent to the Graveyard. There are various different types of Spell Card, which can be identified by the effect icon at the top right of the card (P.45). Spell Cards without an effect icon are regular spell cards.

*Quick-Play Spell Cards can be used in Phases other than Main Phase.
*Continuous Spell Cards, Equip Spell Cards, and Field Spell Cards remain on the Field after activation. There are also some regular Spell Cards that are exceptions to this rule, such as "Swords of Revealing Light," which remains on the Field for three turns.

Continuous Spells

These Spell Cards remain on the Field even after activation.

Equip Spells

Use these Spell Cards to equip Monsters (P.68). Their effects continue and they remain on the Field until the Monster equipped by the cards is destroyed. A single Monster Card may be equipped with two or more Equip Spell Cards.

Field Spells

These cards change the terrain of the Duel Field (P.68). The Field terrain affects the ATK and DEF of Monster Cards.

⚡ Quick-Play Spells

These are special Spell Cards that can be used outside Main Phase. Once they are set on the Field, they can be activated, even during your opponent's turn. However, they cannot be activated during the same turn in which they were set.

⚙ Ritual Spell Cards

These cards are used to Summon Ritual Monsters (P.66). Each card can only Summon certain Ritual Monsters.

▶ Fusion

This card is required to Summon Fusion Monsters (P.65).

🜄 Trap Cards (color: purple)

Once set on the Field, Trap Cards can be activated during your opponent's next turn. They must be set before being activated, and you cannot activate a Trap Card during the same turn that you set it. After activation they are destroyed and sent to the Graveyard. Apart from the regular Trap Cards with no effect icons, there are two other types of Trap Card.

∞ Continuous Trap Cards

These Trap Cards are not destroyed and remain on the Field after activation.

∞ Counter Trap Cards

These Trap Cards are activated in response to your opponent's Summons and Spells and counter them, canceling them out.

DUEL RULES – Damage Calculation

There are three rules used to decide Monster battles, depending on the target of the attack.

Damage Calculation Rules

The results of Monster battles during Battle Phase (P.53-54) are decided according to the following rules: (the example below is for an attack initiated during your turn)

▶ Opponent's Monster is in Attack Position

When your opponent's Monster is in Attack Position, damage is decided by comparing the ATK of both Monsters.

Your ATK > Opponent's ATK

If the ATK of your attacking Monster is greater than that of the Monster you're attacking, the Monster you're attacking is destroyed. The difference in ATK is deducted from your opponent's LP.

Your ATK = Opponent's ATK

If the ATK of your attacking Monster is equal to that of the Monster you're attacking, both Monster Cards are destroyed. Both players' LP remains unchanged.

Your ATK < Opponent's ATK

If the ATK of your attacking Monster is less than that of the Monster you're attacking, your Monster Card is destroyed. The difference in ATK is deducted from your LP.

Opponent's Monster is in Defense Position

When you attack a Monster that is in Defense Position, damage is calculated by comparing the ATK of your attacking Monster Card and the DEF of the Monster being attacked.

Your ATK > Opponent's DEF

If the ATK of your attacking Monster is greater than the DEF of the Monster you're attacking, the Monster you're attacking is destroyed. Both players' LP remains unchanged.

Your ATK = Opponent's DEF

If the ATK of your attacking Monster is equal to the DEF of the Monster you're attacking, neither Monster is destroyed. Both players' LP remains unchanged.

Your ATK < Opponent's DEF

If the ATK of your attacking Monster is less than the DEF of the Monster you're attacking, neither Monster is destroyed. However, the difference between the ATK of your Monster and the DEF of the Monster you're attacking is deducted from your LP.

Your Opponent Has No Monsters

If there are no Monsters in your opponent's Monster Card Zone, you attack your opponent directly and the ATK of your attacking Monster is deducted from your opponent's LP.
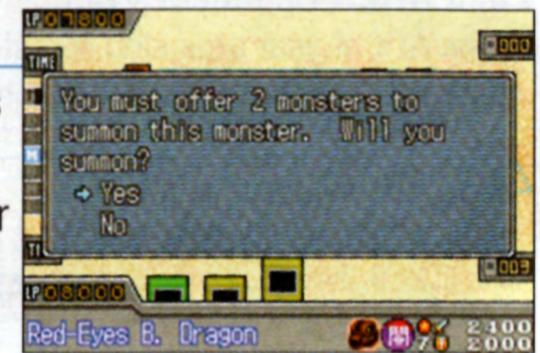
DUEL RULES – Summoning Monsters

There are three types of Summon – Normal Summon, Flip Summon, and Special Summon.

Normal Summon

You can place one Monster on the Field per turn without using Spells or Effects. You can either Summon a Monster to the Field in face-up Attack Position or set a Monster Card on the field in face-down Defense Position. To place a high-level Monster on the Field, you must use a Tribute Summon.

▶ Tribute Summon

High-level Monsters (Level 5 or above) require one or more Monsters be given as a Tribute (sent to the Graveyard) in order to Summon or set them on the Field. Monsters of Level 5 and 6 require one Monster as a Tribute, and Monsters of Level 7 and above require two Monsters as Tributes. A Tribute Summon counts as a Normal Summon, so you cannot use a Tribute Summon during the same turn as a Normal Summon.

*When using "Monster Reborn" to bring a Monster of Level 5 and above back to the Field, a Tribute is not necessary.

Flip Summon

Flip Summons are used to turn a Monster from face-down Defense Position to face-up Attack Position. There is no limit on the use of Flip Summons during a turn.

Special Summon

Summoning a Monster to the Field using Fusion, Ritual, "Monster Reborn" or other Spell, Trap, or Effect Monsters is called a "Special Summon."

Points to Remember:

- As long as you follow the correct procedure, there is no limit on the number of Monsters you can Special Summon during your turn.
- Special Summons do not count as Normal Summons, so you can use Normal Summons during the same turn as Special Summons.
- Cards like "Trap Hole" have no effect on Special Summons.

▶ Fusion Summon

This is a Special Summon where two or more Monsters are combined with the "Polymerization" Card to Summon a Fusion Monster from your Fusion Deck (P.33). The Monsters required for the fusion are written on the Fusion Monster.

Warrior-Type·Fusion/Effect
"Elemental Hero Avian" + "Elemental Hero Burstinatrix" This monster cannot be Special Summoned except by Fusion Summon. When this card destroys a monster and sends it

ELEMENTAL HERO FLAME WINGMAN

Fusion Steps

1. With the Fusion-Material Monsters A and B either on the Field or in your hand, place the Spell Card "Polymerization" in the Spell & Trap Card Zone.
2. Send the Monster Cards A and B to the Graveyard and place the target Fusion Monster C from your Fusion Deck on the Monster Card Zone in face-up Attack Position or face-down Defense Position.
3. Finally, send "Polymerization" to the Graveyard.

Ritual Summons

Ritual Summons are different from Normal Summons. A special procedure is used to Summon a Ritual Monster Card. To perform a Ritual Summon, you need the Ritual Spell Card for that particular Ritual Monster, and also one or more Monster Cards with the same total number of stars (level) as the Ritual Monster Card, to be given as Tributes.

Ritual Summon Steps

The example below shows how to Ritual Summon the Level 6 Monster Card, "Dokurorider."

1 Ensure that you have the Ritual Monster Card "Dokurorider" in your Hand and Monsters with a total number of 6 stars or more (Level 6 or above) on the Field or in your Hand. Play the Ritual Spell Card "Revival of Dokurorider" on the Spell & Trap Card Zone.
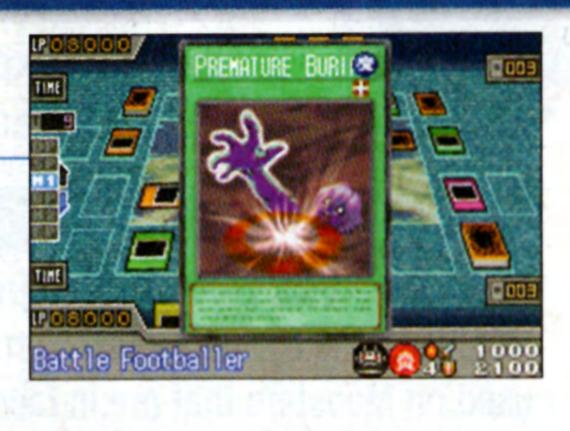
2 Select Monsters in your Hand or on the Field with a total of 6 or more stars and give these in Tribute.

*The second and any subsequent cards you select as Tributes cannot have the same or a greater number of stars as the Ritual Monster. e.g. if you first select a Monster with 1 star, you cannot then select a Monster with 6 stars.

3 Send "Revival of Dokurorider" and the Tribute Monsters to the Graveyard and place "Dokurorider" on the Field in face-up Attack Position or face-down Defense Position.

⚡ Special Summons From The Graveyard

You can use cards such as "Monster Reborn" and "Premature Burial" to Summon cards from the Graveyard and place them on the Field. However, Fusion Monsters and Ritual Monsters sent directly from your Hand or Deck to the Graveyard cannot be Summoned in this way and contain a "No" icon in their Card Information Window (P.29) when viewed in the Graveyard (P.42). Only Fusion and Ritual Monsters originally Summoned in the regular way and sent to the Graveyard as a result of battle or the effects of spells, etc. can be returned to the Field in this way.

Battle Footballer

DUEL RULES – Spell and Effect Monsters

This section explains Equip Spell Cards, Field Spell Cards and the "Flip Effects" of Effect Monster Cards.

Equip Spell Cards

Equip Spell Cards are used to strengthen Monsters and can only be used with the Monsters listed on the card. Also, they can only be used on Monsters that are in face-up position. After being activated, Equip Spell Cards remain on the Field, but when their target Monster Card leaves the Field, Equip Spell Cards are sent to the Graveyard. Align the cursor with an activated Equip Spell Card or its target Monster to show information about the Equip combination.

SWORD OF DARK

Equip

A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

SWORD OF DARK DESTRUCTION

Field Spell Cards

The terrain of the Field can be both beneficial and harmful to Monster Cards, depending on their Type and Attribute. When Field Spell Cards are used to change Field terrain, the abilities of Monster Cards also change. Only one Field Spell Card can be placed on the Field at a time and if a new Field Spell Card is placed on the Field it cancels out the effects of the previous Field Spell Card, which is sent to the Graveyard.

UMI

Field

Increases the ATK and DEF of all Fish, Sea Serpent, Thunder, and Aqua-Type monsters by 200 points. Also decreases the ATK and DEF of all Machine and Pyro-Type monsters by 200

UMI

Flip Effects

Effect Monster Cards are Monster Cards with Spell Card-like properties. Effect Monster Cards have various effects. This section explains the conditions for activating a Flip Effect Monster. These cards are activated when turned from face-down position to face-up position on the Field, regardless of the player's wishes. For example, if turned face-up due to an enemy attack, a spell, or an effect, Flip Effect Monsters are activated automatically. (They are activated by "Swords of Revealing Light" but not by "Raigeki," as the card is destroyed while still in face-down position.)

MAN-EATER BUG

ATK/ 450 DEF/ 600

MAN-EATER BUG

Insect-Type · Effect
FLIP: Destroys 1 monster on the field (regardless of position).

▶ Activating Flip Effects

To activate a Flip Effect card yourself, follow the steps below:

1 Place a Flip Effect Monster on the Field in face-down Defense Position.

2 You cannot change its position during the same turn, so wait for your next turn and Flip Summon it to activate its effects.

DUEL RULES – Card Destinations

During a duel, cards can be sent to various destinations by the effects of battle, Spell & Trap Cards.

Monster Cards

Monster Cards destroyed in battle are sent to the Graveyard. They can also be returned to your Hand or Deck. However, when a Fusion Monster Card is returned to your Hand or Deck it will be sent to your Fusion Deck.

Cards Eliminated from the Duel

Cards removed from play due to the effects of Spell, Trap, or Effect Monster Cards are sent to the Removed Card Zone and usually cannot be used again during the duel.

Cards Controlled by Your Opponent

Cards originally yours but controlled by your opponent using "Monster Reborn," "Snatch Steal," or "Change of Heart" are sent to the Graveyard if destroyed, or returned to your Hand or Deck (not that of your opponent).

Spell & Trap Cards

If not Continuous, these cards are sent to the Graveyard after their effects are activated. They are also sent to the Graveyard if destroyed by the effects of another Spell & Trap Card. They can also be returned to your Hand or removed from play and sent to the Removed Card Zone.

CHAINS

Chains are rules used to judge the results of battles using Spell & Trap Cards.

Chain Structure

Chains are composed of blocks as shown in the diagram below. Blocks are built up in the order in which effects are activated. When the chain is complete, the effects are processed (resolved) in order, starting from the effect at the top. As long as Spell Speed rules (P.73) are observed, there is no limit to the number of blocks per chain.

Chain 4	
The Counter Trap used against Chain 3.	
Chain 3	
The Counter Trap used against Chain 2.	
Chain 2	
The Quick-Play Spell or Trap used to counter Chain 1.	
Chain 1	
The first Spell/Normal Trap/Effect Card used.	

Built up in the order in which effects were activated ▲▲

Processed starting with the newest effect ▼▼

CHAINS

Using Chains

When the player activates a Spell Card, that Spell is placed in a chain called "BLOCK 1." If their opponent uses a Spell or Trap Card in response to Chain 1, their card is placed in a second chain known as "BLOCK 2." Both players continue to activate cards and build up chains until they run out of cards to activate. At this point the effects in the Chain are processed, starting with the topmost block.

▶ Activating Chains

Chains are activated in the following way during the game:

1 Your opponent activates a Spell Card. This is placed in the first chain and designated "BLOCK 1."

2 If you have a card that can be used against your opponent's spell, the message "Activate Chain?" is displayed on the screen. If you select "YES" and play your card, it will be placed in the second chain and be designated "BLOCK 2."

3 While the Chain is active, the screen on the right is displayed and you can check the contents of the Chain.

4 Both players continue placing cards in blocks until they run out of cards to activate, and then the effects are processed.

The Speed of Spell, Trap and Effect Monster Cards

Each Spell & Trap Card has a set Speed. In order to use a card as a block in a Chain, its Speed must be equal or greater than the card in the previous block. Cards with a Speed of 1 cannot be used against other cards.

▶ Spell Speed 1

This is the slowest of the Spell Speeds and cannot be used in a Chain against any other Spell & Trap or Effect Monster Cards.

Cards with Spell Speed 1:		
•Normal Spells	•Equip Spells	•Field Spells
•Ritual Spells	•Continuous Spells	•Effect Monsters (Continuous, Cost, Trigger, Flip)

▶ Spell Speed 2

Cards with Spell Speed 2 can be used in a Chain against cards with Spell Speed 1 or 2.

Cards with Spell Speed 2:			
•Quick-Play Spells	•Normal Traps	•Continuous Traps	•Effect Monsters (Multi-Trigger Effect)

▶ Spell Speed 3

Cards with Spell Speed 3 can be used against any card in a Chain. Only Spell Speed 3 cards can be used against other Spell Speed 3 cards.

Cards with Spell Speed 3: •Counter Traps

CHAINS

Chain Example

Player A tries to destroy Player B's Monster Card using "Raigeki." In response, Player B activates "Anti Raigeki." Player A responds with "Seven Tools of the Bandit." As a result, "Seven Tools of the Bandit" cancels the effect of "Anti Raigeki" and "Raigeki" is activated as usual.

If there are no more Effects to process, damage processing starts here:

Player A tries to stop the effects of "Anti Raigeki" from activating.	**Chain 3** Seven Tools of the Bandit	"Seven Tools of the Bandit" cancels the effect of "Anti Raigeki."
Player B tries to deflect the effect of "Raigeki" onto Player A.	**Chain 2** Anti Raigeki	The effect of "Anti Raigeki" is canceled.
Player A tries to destroy all Monster Cards on Player B's Field.	**Chain 1** Raigeki	All the Monster Cards on Player B's Field are destroyed.

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